

29 LET'S GO

SCENARIO ASL TAC 58

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Americans win if they Control 10 buildings on board 22 at game end.

GRANDCAMP, FRANCE, 8 June 1944:

Two days after D-Day, the 352nd Infantry Division, now decimated, was forced to withdraw in the face of an American push from Omaha Beach. The small port at Grandcamp, because of its importance for Allied supplies, was nevertheless defended against elements of the Rangers and of the 29th Division that came out of Pointe du Hoc. The swampy terrain was an asset to the Germans, and so was a small stream protecting the eastern approaches to the village. Around midday, a group of Rangers were fought off. A more powerful American attack was then prepared.

BOARD PLACEMENT:



BALANCE:

☆ Add a 8-1 Armor Leader to the US OB

☛ Add a MMG to the German OB

(Only hexrows A to P on board 16 and R to GG on board 22 are in play)

☛ GERMAN sets up first	☆	1	2	3	4	5	6	7	8	END
☆ AMERICAN moves first										

Elements of 914th Grenadier Regiment, 352nd Infantry Division [ELR: 3]
set up on/west of hexrow 16C {SAN: 4}:

 4-6-7	 2-4-7	 5-1	 8-0	 7-0	 7-16	 5-12	 3-8	 12-4	 7 mortar	 11
9					2			10		

Trench
 DUR, OGA: +4
 Other: +2

MTR
 81-1
 [2-60]

2-2-8

4

Elements of 5th Rangers [ELR: 4]
set up on/east of hexrow 16L {SAN: 2}:

 6-6-7	 5-1	 60 [2-18]
3		

Elements of K and L Company, 3rd Battalion of 116th Infantry Regiments "Stonewallers" [ELR: 4]
and of 743rd Tank Battalion enter on Turn 1 on east edge:

 6-6-6	 5-4-6	 5-1	 8-1	 7-0	 2	 2	 8-4	 75 2/4/4	 75 2/4/4
6	6				2	2	2	3	

Scenario Design: Pascal Guet '94

SSR:

- EC are Moderate, with no wind at start.
- Place Overlays as follows: **St1** in 16N4-N5; **Hd5** in 16E9-F8; **Hd9** in 16I9-J8. The Stream is Shallow. There is a One-Lane Stone Bridge in 16N4 linking O5 to M5. On board 16 only, half-hexes included, apply the following terrain changes: Hedges are Bocage (B9.5) Grainfields are Mudflats (B16.7), and furthermore, whenever a vehicle enters an Open Ground hex without crossing a road hexside, a Bog Check (+1 DRM, Soft Ground) must be made, as if EC were Mud (D8.23). On board 22 only: all buildings are stone buildings.
- Board 22 and board 16, west of hexrow C, inclusive, undergo a PreGame Bombardment (C1.8).
- The first MC successfully passed by a non-Elite US MMC creates a Hero. No other Hero can be created in this fashion.

AFTERMATH: After a one-hour naval bombardment, K and L Companies of the 116th Infantry Regiment launched an assault with the support of Sherman tanks. The tanks crossed the untouched bridge, but one of them blew up on a mine. The GI's were taken to task by German MG's and mortars and returned the fire. The Americans seemed to be marking time at the edge of the village. At this point, Sgt. Peregory infiltrated the enemy positions and single-handedly neutralized a MG nest with Garand fire and grenades. He pushed his prisoners in front of him, knocked out another MG nest and captured some more Germans. This exceptional action allowed the main force of the battalion to mop up Grandcamp. Peregory would be the only man of the 116th and one of only two of the 29th Division ever to be awarded the Congressional Medal of Honor. He never learned about it: he was killed in action 6 days later.